# **WGA GRAPHIC ART AND ANIMATION AWARD 2014**

#### **ELIGIBILITY**

To be eligible for entry, scripts must have been produced under the jurisdiction of the WGA and broadcast or exhibited as follows: long form, episodic, animation, children's and short form script categories first broadcast or exhibited between December 1, 2012, and November 30, 2013; all other script categories (comedy/variety, quiz and audience participation, documentary, daytime, news, radio, on-air promotion, and graphic art and animation) first broadcast or exhibited between October 1, 2012, and September 30, 2013. (Programs written under the Writers Guild of Canada agreement pursuant to Working Rule #8 waivers or Sideletter Agreements are not eligible.)

Nominations will be based on outstanding achievement. If no script in a category is deemed outstanding, no nomination or award will be made. If there are insufficient entries in any category, those entries may be placed in another category.

#### WHICH SCRIPT MUST BE SUBMITTED?

If two or more writers are credited, they may agree upon the draft to be submitted, but if they are unable to agree, then the "as broadcast" script will be the only one to be considered. If one writer is credited, he/she must submit a draft which contains substantially his/her own writing. See "Special Instructions" for animation on page 2.

You may submit in one, several or all categories, but not more than one script in any single category. Please see "Episodic Drama and Episodic Comedy" in the "Special Instructions" section on page 2 for further clarification.

A television project is not eligible if it had a previous theatrical exhibition.

#### WRITER REPRESENTATIVES' SUBMISSIONS

Writer representatives (e.g., agents, managers and publicists) may submit scripts on behalf of their clients. Representatives' submissions must include a copy of the script, a completed entry form and the writer's written permission for the entry. Online submission is not available to representatives.

## **ONLINE SUBMISSIONS**

Writers may submit scripts online for competition in any category by going to www.wgaeast.org and clicking on the awards link in the spotlight section. Follow the instructions to complete the entry form online, then upload the script in either Word or PDF format where indicated. Upon successful completion of the submission, a receipt will be automatically sent to the preferred email address.

Members who wish to submit multiple scripts for judging in different categories must complete separate entry forms for each script submitted online.

Entry forms can also be downloaded at <a href="https://www.wgaeast.org">www.wgaeast.org</a> for your convenience.

## THE JUDGING PROCEDURE

The preliminary judging will be by panels of volunteer Guild members. Scripts will be coded and anonymity maintained. The final judging will be by special panels of Guild members selected for

their prominence in the particular fields of competition. See "Special Instructions" for Animation on page 2.

**SEND IN YOUR ENTRIES EARLY**. The greater the number of entries submitted, the more representative the final choices will be. Remember, awards will be based strictly on your written material. Send in your entries now. The deadline is October 11, 2013. Winners will be announced at the 2014 WGA Awards on February 1, 2014.

# **CATEGORIES**

### #14 TELEVISION GRAPHIC ART AND ANIMATION

For Graphic Art, the artist or team may submit one entry only with up to five spots per entry. Submit a DVD (include four copies of each submitted DVD) with the entry form. The entry form should include credits for graphic artist only. The artist's name may not appear on the tape. For Graphic Design for a package/campaign/series, one artist or team may submit one entry with at least three different design elements from the total graphic look. Each element can be selected from any of the following areas: logo design, open animation, internal graphics and/or animations, bumpers, lower third designs, coordinating elements of the set, and virtual set elements.